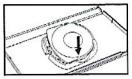
SUPER HIND

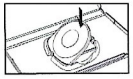
EXPLOSIVE HELICOPTER ACTION

PRECAUTIONS

This disc contains game software for the PSP™ (PlayStation®Portable) system. Never use this disc on any other system, as it could damage it. Read the PSP™ system instruction Manual carefully to ensure correct usager discs that have been repaired with adhesives as this could lead to malfunction.



Push down one side of the disc as shown and gently pull upwards to remove it. Using excess force to remove the disc may result in damage.



Place the disc as shown, gently pressing downwards until it clicks into place. Storing the disc incorrectly may result in damage.

HEALTH WARNING

Always play in a well lit environment. Take regular breaks, 15 minutes every hour. Discontinue playing if you experience dizziness, nausea, fatigue or have a headache. Some individuals are sensitive to flashing or flickering lights or geometric shapes and patterns, may have an undetected epileptic condition and may experience epileptic seizures when watching television or playing videogames. Consult your doctor before playing videogames if you have an epileptic condition and immediately should you experience any of the following symptoms whilst playing: altered vision, muscle twitching, other involuntary movement, loss of awareness, confusion and/or convulsions.

PIRACY

The PSP™ system and this disc contain technical protection mechanisms designed to prevent the unauthorised reproduction of the copyright works present on the disc. The unauthorised use of registered trademarks or the unauthorised reproduction of copyright works by circumventing these mechanisms or otherwise is prohibited by law.

If you have any information about pirate product or methods used to circumvent our technical protection measures please email **anti-piracy@eu.playstation.com** or call your local Customer Service number given at the back of this manual.

PAN EUROPEAN GAMES INFORMATION (PEGI) AGE RATING SYSTEM

The PEGI age rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE: it is not a guide to gaming difficulty.

Comprising two parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:-

The second is icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age rating of the game reflects the intensity of this content. The icons are:-

VIOLENCE | BAD LANGUAGE | FEAR | SEXUAL CONTENT | DRUGS | DISCRIMINATION | GAMBLING

The third part is an icon indicating the game can be played online. This icon may be used only by online game providers who have committed to uphold standards which include the protection of minors in online gameplay:-

For further information visit
http://www.pegi.info

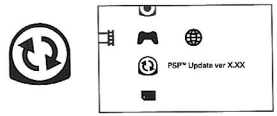
PEGI ONLINE

SYSTEM SOFTWARE-UPDATES

This PSP™ (PlayStation®Portable) Game includes System Software update data for the PSP™ system. An update will be required if an "update request" message is displayed on-screen at game start-up.

Performing a System Software update

The update data is displayed with the icon shown here on the Home Menu.



By following the on-screen instructions, you can update the System Software of the PSP™ system. Before performing the update, check the version number of the update data.

- **During an update, do not remove the AC Adaptor.**
- **During an update, do not turn off the power or remove the PSP™Game.**
- **Do not cancel the update before completion as this may cause damage to the PSP™ system.**

Checking that the update was successful

Select "Settings" from the Home Menu, and then select the "System Settings" option. Select "System Information" and if the "System Software" version number displayed on-screen matches the version number of the update data, then the update was successful.

For details on System Software updates for the PSP™ system, refer to the following website: **eu.playstation.com**

PARENTAL CONTROL

This PSP™Game software has a preset Parental Control Level based on its content. You can set the Parental Control Level on the PSP™ system to restrict the playback of a PSP™Game with a Parental Control Level that is higher than the level set on the PSP™ system. For more information, please refer to thePSP™ system Instruction Manual.

This game is classified according to the PEGI rating system. The PEGI rating marks and content descriptors are displayed on the game package (except where, by law, another rating system applies). The relationship between the PEGI rating system and the Parental Control Level is as follows:

PARENTAL CONTROL LEVEL	PEGI RATING AGE GROUP
9	18+
7	16+
5	12+
3	7+
2	3+

ULES-01091

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WIRELESS (WLAN) FEATURES

Software titles that support Wireless (WLAN) functionality allow the user to communicate with other PSP™ systems, download data and compete against other users via connection to a Wireless Local Area Network (WLAN).

AD HOC MODE

Ad Hoc Mode is a Wireless (WLAN) feature that allows two or more individual PSP™ systems to communicate directly with each other.

GAME SHARING

Some software titles feature Game Sharing facilities which enable the user to share specific game features with other users who do not have a PSP™Game in their PSP™ system.

INFRASTRUCTURE MODE

Infrastructure Mode is a Wireless (WLAN) feature that allows the PSP™ system to link to a network via a Wireless (WLAN) Access Point (a device used to connect to a Wireless network). In order to access Infrastructure Mode features, several additional items are required, including a subscription to an Internet Service Provider, a network device (e.g. a Wireless ADSL Router), a Wireless (WLAN) Access Point and a PC. For further information and setting up details, please refer to the PSP™ system Instruction Manual.

PROLOGE

Twenty years ago, the world stood on the brink of global war after the event known as the C.A.R. Crash, the simultaneous collapse of the governments of China, America and Russia. All three nations came under martial law and with forces on full alert. By the directive of the Consortium (the private industrial collective that stepped in to operate the non-military functions of the old governments) a treaty was negotiated. Soon joint military exercises were being held between their military forces and together they patrolled the world, maintaining security.

The world desperately needed the Consortium. After a series of nuclear terror attacks wiped out the capitals of the main oil producing countries, it was the Consortium that stepped in to maintain stability and kept the world running.

Other nations were jealous of the Consortium's stature and continuously pushed away its helping hand. Political conflicts have been building to where the Consortium is openly threatened by these Resistance nations that wish to take advantage by returning the world to a state of chaos.

The Consortium, ever vigilant, has responded to this challenge by developing the next generation of military weaponry.

TO: Candidate 713, Warrant Officer Dante Griffin

RE: Project Super Hind

This is your official notification that you have been selected from nearly one thousand applicants as the official resident pilot of the Super Hind project.

As has been explained to you, the MI-45D Super Hind is the most advanced attack helicopter in the world. Behind the stick of the Super Hind the limitations you have experienced in other aircraft do not exist. Utilizing this machine to its full potential will undoubtedly be the greatest challenge you have ever faced in what has already been an outstanding career as a military aviator.

All I can ask of you as your new commanding officer is to maintain the sharpness of your skills, the discipline as befits your rank and your loyalty to the Consortium that we serve.

Enclosed you will find your transfer orders to the Consortium aircraft carrier Absolute Justice.

Congratulations and Regards,

Admiral Nolan R. Sheppard

CONTROLS

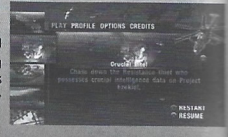
Analog stick	Turn left or right Move forward or backward
L button	Strafe left
R button	Strafe right
⊗	Fire the main gun
□	Fire the rockets
△	Lock on to an enemy
○	Fire a missile you must be locked on to an enemy
⇦ ⇨	Cycle sub-targets left or right
START	Pause

STARTING THE GAME

This title uses an autosave feature. Do not insert/remove the Memory Stick™ while the Memory Stick Duo™ access indicator is flashing. With a player profile you can save your progress so you may return to the game at the same point you stopped. The Memory Stick™ must have at least 290 KB of free space. If you don't have this much free space available you will need to delete some of your other previously saved game data (see Delete on page 6).
You can also play without a Memory Stick™ but you will not be able to save your progress when you stop playing.

If you are returning to a previously saved game use the up and down buttons to select your player profile from the list.

PLAY



Select the chapter you want to play using ⇧ ⇩ buttons. You will not be able to select a chapter until you have completed all the previous chapters. When starting the game from the beginning you must start at the first chapter.

- Use the ⊗ button to start playing a chapter from the last save point. If you have not previously reached any save points in that chapter, then you will start the mission from the beginning.

- Use the □ button to start playing a chapter from the beginning. This option will only be available if you have reached a save point in that chapter.

- Use the △ button to change to a different helicopter. This option will only be available if you have unlocked the different helicopter choices by achieving high ratings in the previous chapters.

PROFILE

Create

Create a new player profile and save it to the Memory Stick™ . When selecting this option, all previous unsaved progress in the game is reset.

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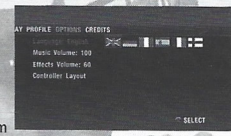
Load

Load an existing player profile from the Memory Stick™.

Delete

Delete existing player profiles from the Memory Stick™ to acquire more free space. You can also use this option to delete profiles from other games.

OPTIONS



-Use the ⇧ ⇩ buttons to highlight a menu item.

-Use the ⊗ button to open a menu item.

-Use the ⇦ ⇨ buttons to a make selection from the menu items.

-Use the ⊗ button to close the menu item.

Language

With this menu you can change the language of the game between English, German, Italian, Spanish, French and Finnish.

Music Volume

With this menu you can change the volume of music.

Effects Volume

With this menu you can change the volume of sound effects.

Controls

With this menu you can view the controls.

CHARACTERS

Dante Griffin

An orphan, raised in a Consortium-run institution, aptitude testing pegged Griffin's potential as a pilot at an early age. At age 15, Griffin illegally worked as a resort helicopter pilot and became locally famous for his daredevil stunts. He was recruited by the Consortium, trained in helicopter combat and subcontracted to fly in Close Air Support and Search-and-Rescue. A thorough review found him blameless after an incident in Afghanistan where a downed crew he had been sent to rescue was killed by what is believed to have been an incendiary device. His contract was eventually renewed but with a reduced pay grade.

For a time he flew as part of an "Aggressor Squadron", mastering the aircraft and tactics of potential enemy countries in order to play their role in war games and training exercises. Later he fought in a classified Consortium-based conflict somewhere in Asia flying Russian aircraft. It was during this time that he developed into one of the deadliest helicopter combat pilots in the world.

Jesse Montana

After enlistment Montana worked hard to get into pilot school but was instead enrolled in the "Cuckoo's Nest" a secret school for those with potential as intelligence operatives. He was nearly a wash-out in most areas except for cryptography, communications and electronics where he posted record high marks. After barely finishing, he was refused by the Intelligence service and returned to helicopter duty.

With his new training he had become an outstanding Radar Intercept Officer, and was sent to a military operation in Africa. Due to a high level of crew fatalities during that campaign, Montana soon got his chance to fly combat missions and established himself as a valuable asset to the Consortium. After Africa, he was transferred to Asia as part of the same operation as Griffin, but the two never flew together.

Geneva Fenn

A top graduate from the Consortium War College in Novosibirsk, Fenn's first duty as an officer began shortly after the terrorist nuclear attack in Venezuela. She has seldom spoken of that tour since. When it ended, she put in to become a Tactical Air Controller and was sent to Afghanistan. There Fenn would sometimes be transmitting orders from base, other times from a command aircraft helping to orchestrate air activity over the battlefield. The experience has sharpened her strategic level command skills. She would face another difficult time when she had to order a pilot named Dante Griffin on a mission to retrieve several Consortium officers trapped behind enemy lines, into what was certainly an ambush. It has been rumored that she and Griffin have shared a romantic relationship, which would be strictly against regulations, but both have denied it.

Admiral Nolan Sheppard

Griffin served under Admiral Sheppard back during the darkest days of his career in Afghanistan. During that time, Sheppard and several Consortium officials were pinned down by Resistance fire. They would've been captured or killed if Griffin had not fought his way to them and rescued Sheppard and most of the officials. Since then, Sheppard has been watching Griffin's career and intervened to renew his contract after Griffin later had to fend off charges that his recklessness led a rescue party to their deaths.

General Artemis

General Artemis is the former Supreme Allied Commander Europe (SACEUR) of NATO. After the events of the C.A.R. Crash, when the Consortium treaties mandated the dismantling of NATO, it was Artemis who argued for the rest of the alliance to maintain their structural linkage for purposes of establishing control over the continent. He survived an assassination attempt by explosive device in Belgium that left nearly a hundred other people dead. That day left him with facial scars and an artificial eye. It is speculated the device was planted by some of his officers. He has emerged as one of the loudest voices of the anti-Consortium Resistance movement. It is his style to issue pronouncements to his followers by breaking into mainstream television broadcasts. He is also a former combat helicopter pilot.

Virgil Nock

Virgil Nock is a former mercenary who signed on to the Consortium permanently when they made him a very generous offer. Of all the military helicopter pilots of the Consortium, Griffin may have the best flying skills, but Nock is the leader in terms of confirmed kills. Nock and Griffin have been flying in the same Squadron since Griffin's days in Afghanistan. Nock was also one of the top pilot candidates for the Super Hind project.

Liam Hamilton

Hamilton is a recent addition to the pilots of the Absolute Justice. He has little actual combat experience, however he left training holding most of the flight school records. He is an incredibly skilled and deadly pilot.

Belinda Blaine

The live feed of Belinda Blaine, on her first day as a local weather girl, was broadcast globally on the day the C.A.R. Crash occurred. Blaine has risen to become the lead anchor of the Consortium's 24-hour World News channel. Her reports are the primary information link to billions.

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Admiral Kovacs

Kovacs is a submarine commander, who is a legend in the Consortium and an invaluable asset to the company. Rebels believe he is one of the war criminals who helped orchestrate the eventsthat lead to the C.A.R. crash. Generally these claims are considered unfounded.

Byron Wilson

Wilson is a former intelligence officer who went rogue shortly in the early days following the C.A.R. Crash. He has remained completely off the grid. The only known record of him is a photograph taken of him with General Artemis.

OBJECTIVES

Objectives are explained during in-flight briefings at the start of a chapter. Sometimes objectives change or new ones are added during the course of a chapter. Radio chatter will provide a continuous commentary on what is happening.

If you are lost or unsure of what to do during a chapter, you can always locate your next objective simply by following A (objective marker A). When you reach your objective, stars and the objective name will appear.

At the site of any current objective the units belonging to the objective will be marked by an emblem, such as (the Resistance emblem).

Once you have taken out all of your enemies, a rating is given based on the amount of damage sustained while completing the objective.

UNLOCKABLES

Based on the high ratings you may accumulate in the completion of the objectives in the various chapters, it is possible for you to unlock new playable helicopters. To select one of these new helicopters use the triangle button at the beginning of the next chapter. You cannot change helicopters in the middle of a chapter.

TIPS

What is the best way to avoid enemy fire?

- The most effective way is to avoid rushing straight ahead into combat situations. Be clever about how you position yourself with respect to the enemies.

- When you are engaged in combat, try to be unpredictable. Wait for your enemies to fire before you dodge. Do not fly in straight lines, and use strafing to your advantage.

- Try to memorize the firing patterns of your enemies. This will enable you to dodge rockets and missiles more effectively.

How can I tell where I'm being fired on from when the enemy is not in front of me?

- Watch the red damage indicators at either side of the screen. They tell you where you are being fired from if your enemy is not in sight.

- Also keep an eye on the damage indicators at the top and the bottom of the screen. They tell you how much damage Super Hind has sustained.

What is the best way to attack?

- Missiles are your most powerful weapon, but you can't hit your target with one until you get a lock-on. You can shoot both your machine guns and rockets at a target without having to lock on, and you can strafe to the sides as well as to the front.

- You don't have to use your weapons one at a time. Use all of your weapons simultaneously for maximum firepower effect.

- In this game you can never run out of ammo, so there is no need to hold back!

How can I even the odds when I'm outnumbered?

- Remember, when you are outnumbered by enemy units they will have the advantage if they surround you. Don't let them do it!

- If you are overmatched, try to lure one of the helicopters away from its attack group. If you can draw them away one at a time and then fight them one-on-one, then you will have the advantage.

- If you are caught amidst heavy enemy firing, try break to break off from the fight and wait for Super Hind to recover its armor.

- If you cannot escape, disable their weaponry as fast as possible without worrying about finishing them off until you have weakened the firepower of all the dangerous units around you.

How can I exploit the weaknesses of an enemy unit?

- You must get a lock-on to your target to be able to launch a missile. This is important as missiles are your most powerful weapon in the game. Also, getting a lock-on also reveals important information about a target.

- Locking on to your enemies reveals their critical points. If you take out these critical points you deal them extra damage and reduce their firepower.

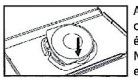
- Locking onto your enemies reveals their health. (Boss enemies have their health displayed all the time.)

How can I continue the game if I am lost or have forgotten my objective?

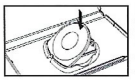
Follow A (objective marker A) to your next objective. Check out the radio chatter for status updates and new information.

PRECAUTIONS

Ce disque contient un logiciel de jeu destiné au système PSP™ (PlayStation®Portable). N'utilisez jamais ce disque avec un autre système : cela pourrait l'endommager. Lisez attentivement le mode d'emploi du système PSP™ afin d'éviter une mauvaise utilisation. N'exposez pas le disque à une forte source de chaleur, aux rayons du soleil ni à une zone d'humidité. Afin d'éviter tout dysfonctionnement, n'utilisez pas de disque fissuré ou déformé, ni de disque réparé avec une bande adhésive.



Appuyer sur le côté du disque comme indiqué et soulever légèrement pour le retirer. Ne pas forcer pour ne pas endommager le disque.



Placer le disque comme indiqué et exercer une légère pression jusqu'au déclic. Ranger le disque correctement pour ne pas l'endommager.

AVERTISSEMENT SUR LA SANTE

Assurez-vous que vous jouez dans une pièce bien éclairée. Faites des pauses de quinze minutes toutes les heures. Arrêtez de jouer si vous êtes pris de vertiges, de nausées, de fatigue ou de maux de tête. Certaines personnes sans antécédents épileptiques sont susceptibles de faire des crises d'épilepsie à la vue de certains types de stimulations lumineuses fortes : succession rapide d'images ou répétitions de figures géométriques simples. Ces personnes s'exposent à des crises lorsqu'elles regardent la télévision ou jouent à certains jeux vidéo. Si vous êtes épileptique ou si vous présentez l'un des symptômes suivants lorsque vous jouez : troubles de la vision, contractions musculaires, mouvements involontaires, perte momentanée de conscience, troubles de l'orientation et/ou convulsions, consultez un médecin.

PIRATAGE INFORMATIQUE

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Si vous possédez des informations sur des produits pirates ou sur les méthodes employées pour déjouer nos mesures de protection technique, veuillez nous en avertir par e-mail à **anti-piracy@eu.playstation.com** ou contacter votre service consommateur local dont le numéro figure au verso de ce mode d'emploi.

SYSTEME DE CLASSIFICATION PAR L'AGE PEGI (PAN EUROPEAN GAMES INFORMATION)

Le système de classification par ordre d'âge PEGI a pour objectif d'éviter que les mineurs ne soient exposés à des logiciels de loisir au contenu inapproprié. REMARQUE IMPORTANTE : le système de classification PEGI n'indique aucunement le degré de difficulté d'un jeu.

Le système de classification PEGI se compose de deux éléments et permet aux parents et aux personnes désirant acheter un jeu pour un enfant de choisir un produit adapté à l'âge de cet enfant. Le premier élément est un logo qui détermine l'âge minimum recommandé. Les catégories d'âge sont les suivantes :

Le deuxième élément consiste en une série d'icones indiquant le type de contenu présent dans le jeu. Ce contenu détermine la catégorie d'âge pour laquelle le jeu est recommandé. Ces icones de contenus sont les suivants :

VIOLENCE | GROS MOTS | PEUR | TENEUR SEXUELLE | STUPEFIANTS | DISCRIMINATION | JEUX DE HASARD

Le troisième élément est une icône indiquant si le jeu peut être joué en ligne. Cette icône ne peut être utilisée que par les fournisseurs de jeux en ligne qui se sont engagés à respecter certaines normes, comme la protection des mineurs dans les jeux en ligne :-

Pour plus d'informations, visitez le site :
http://www.pegi.info.

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CREDITS

V.2 PLAY

President

TIM CHANEY

CEO

PACO ENCINAS

Development Manager

MIKE MERREN

Production Manager

JOSE MARÍA HERNÁNDEZ

Producer

SOFÍA MARÍN AGUILAR-GALINDO

Sales & Marketing Director

VICENTE GÓMEZ

Head of PR

TERESA NÚÑEZ

PR Manager

DIANA RADETSKI SÁNCHEZ

International Sales Manager

HERVE PILLOT

Product Manager

PAULA JIMÉNEZ

Graphic Design

M.ª CARMEN FERNÁNDEZ
JAVIER VILCHES

Testing

IVÁN SALAS
JOSE CASTILLO

Special thanks

FÉLIX BERTRÁN DE LIS
MIGUEL ANGEL CRUZ

MOUNTAIN SHEEP

Game Design

TIMO VIHOLA
KIMMO VIHOLA

Executive Producer

JOUNI MANNONEN

Story

JACK HERMAN

Programming

KIMMO VIHOLA
SERGEI SOKOV
MICHAEL ANDERSON
JAAKKO VAYRYNEN

Additional Programming

JOUNI MANNONEN

Art

TIMO VIHOLA
MIKHAIL "MEESHA" STARCHENKO

Additional Art

DMITRY SAYAPIN
TIM MCBURNIE

Music

TAPANI SIIRTOLA
JOONAS NASKALI
SAMI AROLA

Audio Production

ADAMANTIUM STUDIOS

Finnish Localization

ANTTI SAIKKONEN

Special Thanks

NIINA KETTUNEN
SCOTT MAXWELL
CODE COBBLERS

CUSTOMER CARE AND TECHNICAL SUPPORT

Thank you for acquiring Super Hind ©. If you have any problems with this game, please contact our Customer Care & Technical Support Department:

By phone +34 91 789 35 50
Monday - Friday from 10:00 to 14:00.
By fax, number +34 91 789 35 60
By e-mail: virginplay@virginplay.es

Or by post:
Virgin PLAY, S.A.
Att. Soporte Técnico
Paseo de la Castellana, 9-11
28046 - Madrid España

Please try to provide us with all the information possible about the product.

On-LINE INFORMATION
If you have Internet access, please don't forget to visit our Website in the World Wide Web:
http://www.virginplay.es

CUSTOMER SERVICE NUMBERS

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